

Figure 1a

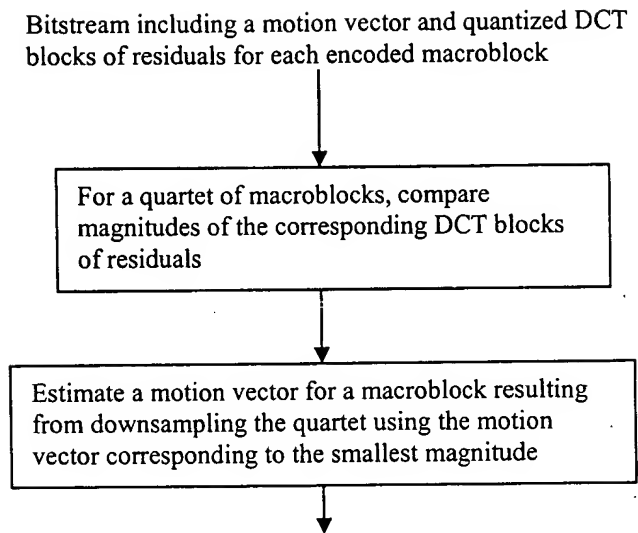


Figure 1b

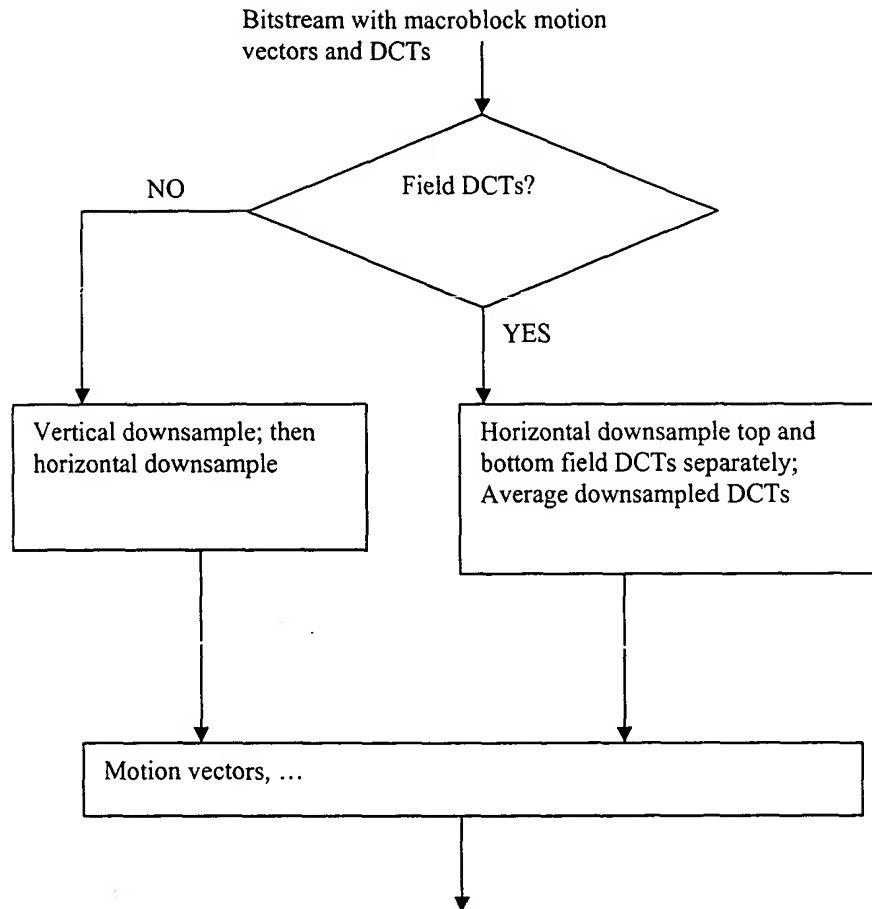


Figure 1c

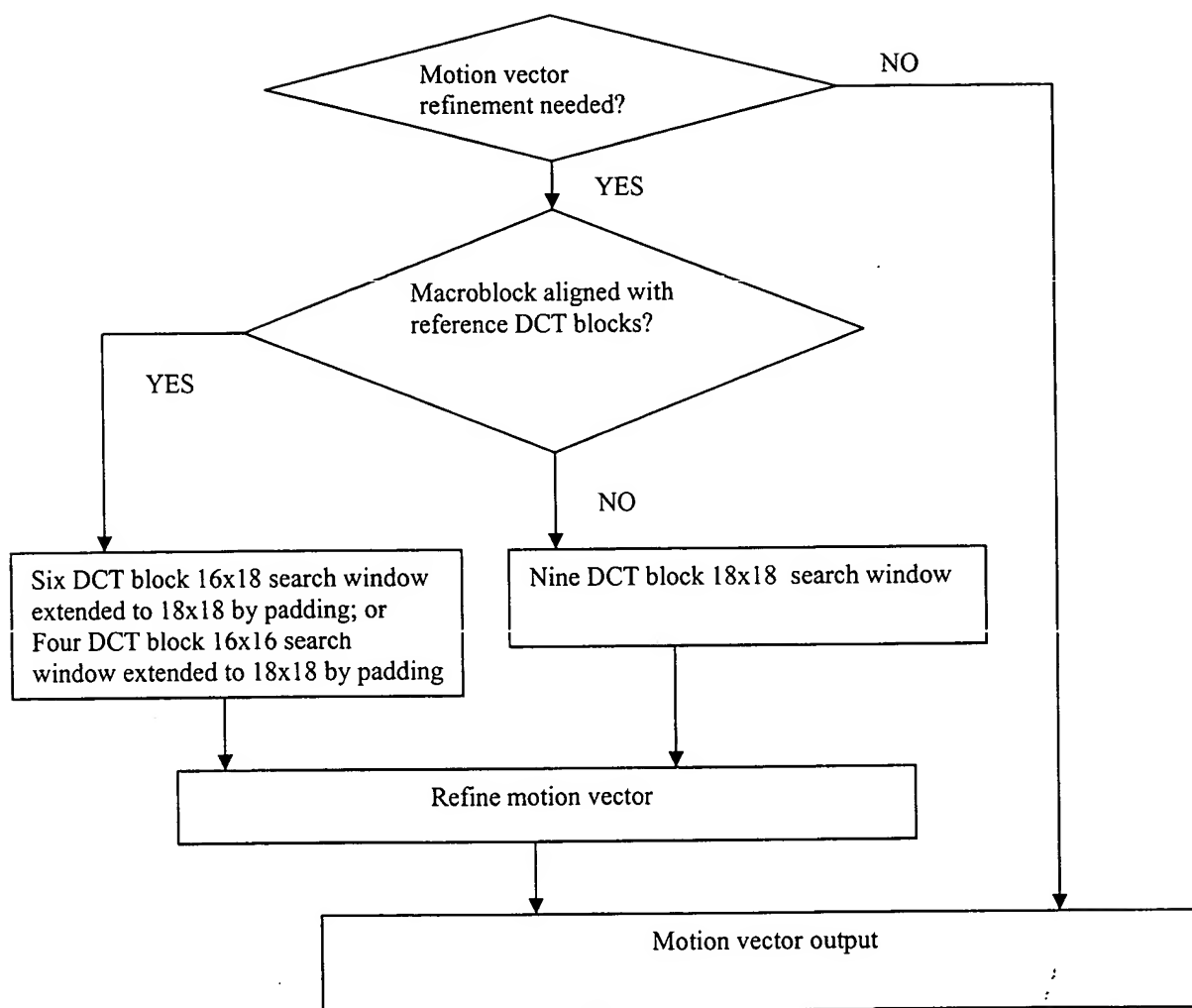


Figure 1d

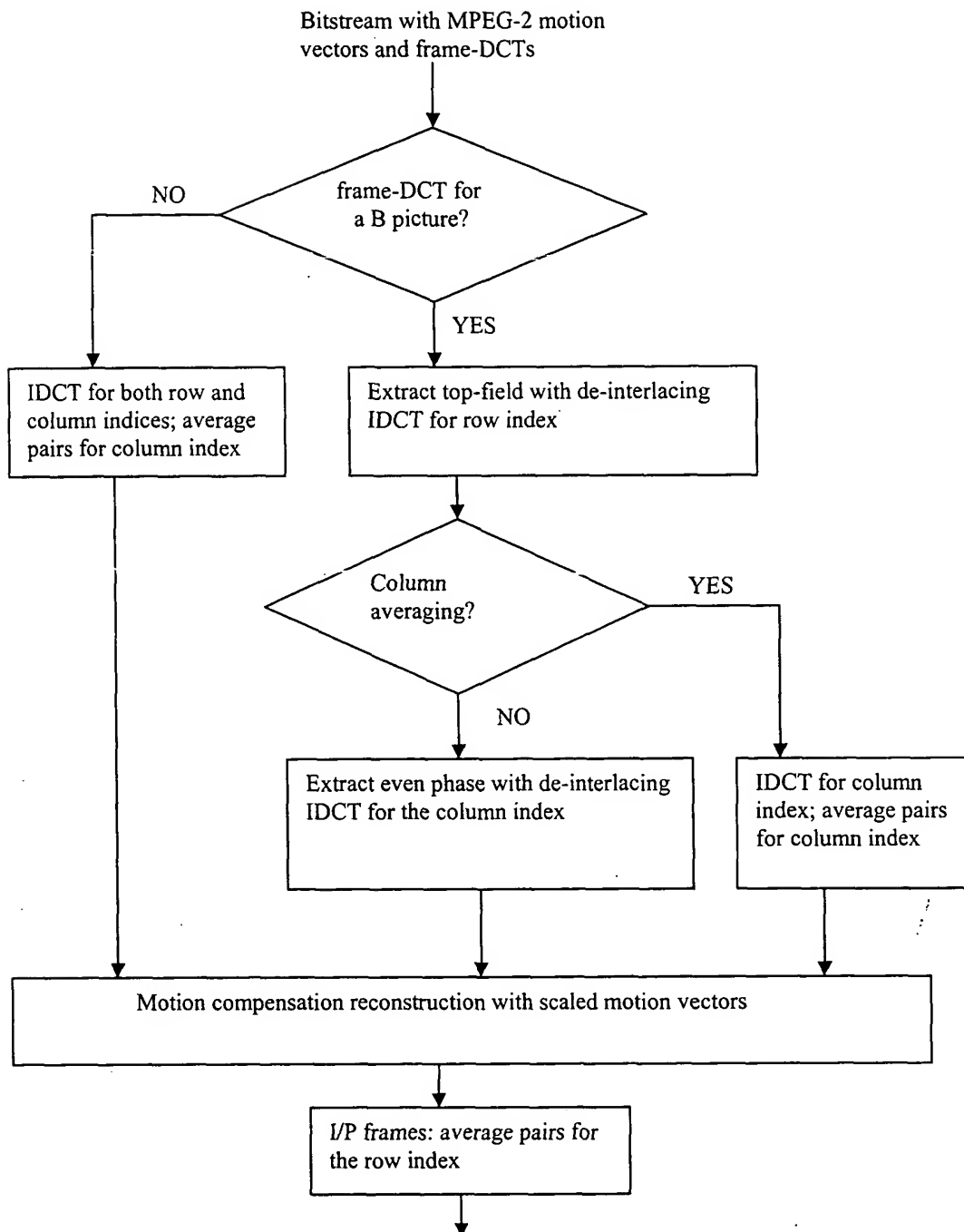
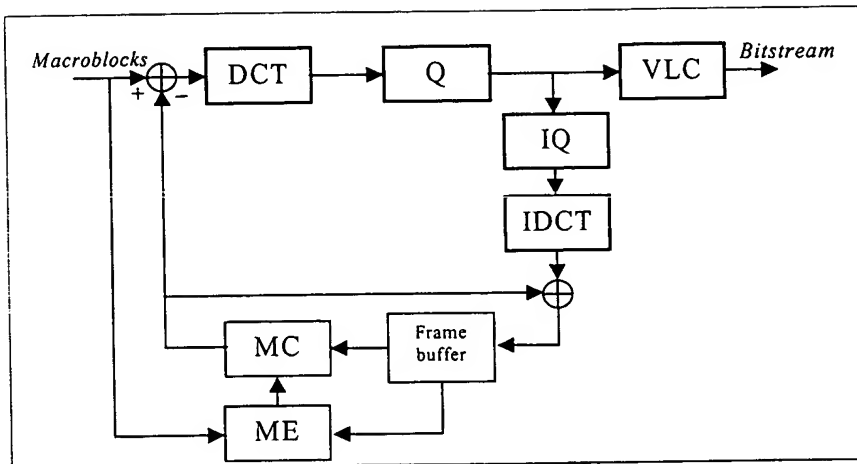


Figure 2a (prior art)



Block diagram of DCT-based video encoding. Q – Quantization, IQ- Inverse Quantization, IDCT- Inverse DCT, ME- Motion Estimation, MC- Motion Compensation, VLC – Variable Length Coding

Figure 2b (prior art)

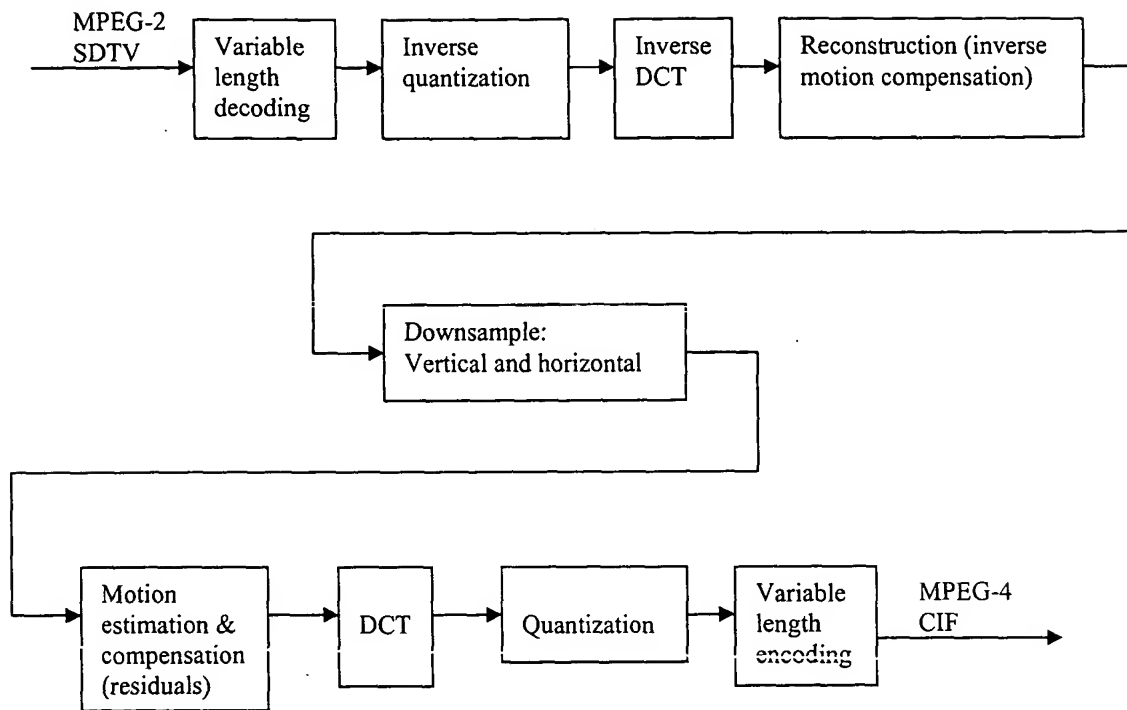


Figure 3a

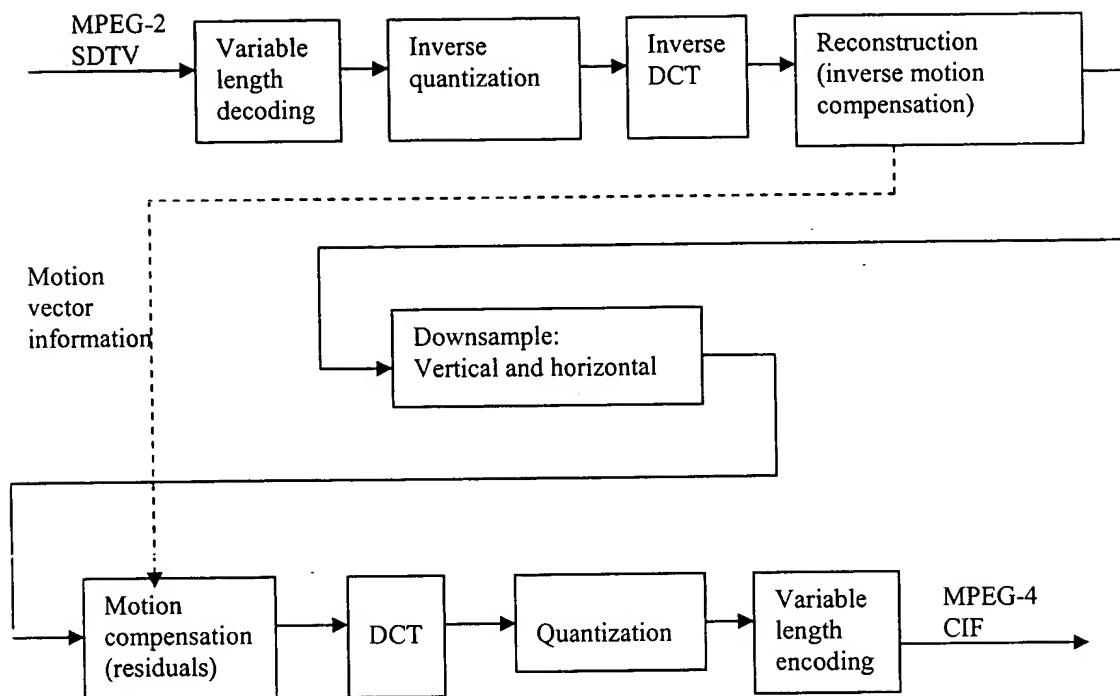


Figure 3b

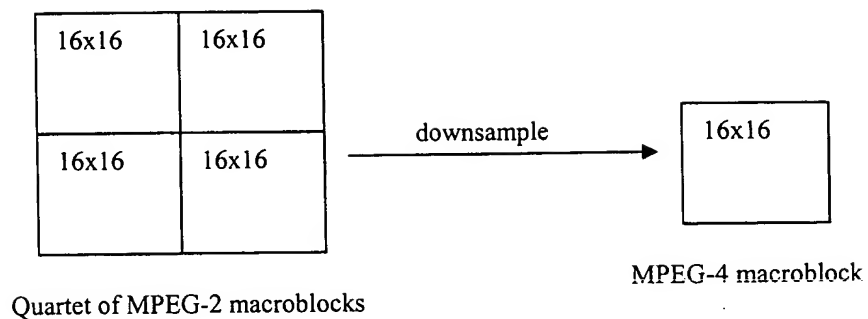


Figure 3c

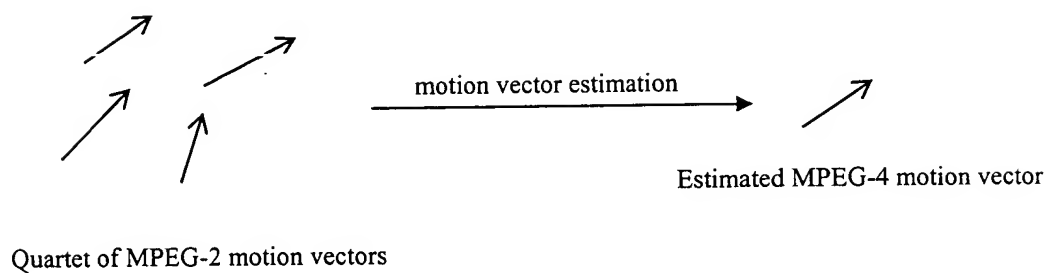




Figure 3d

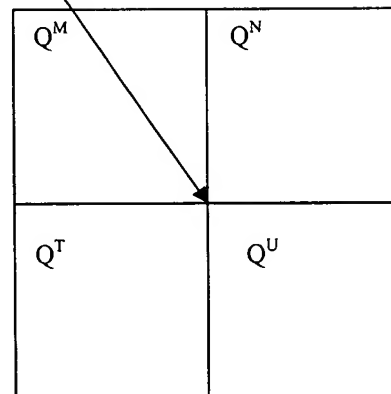
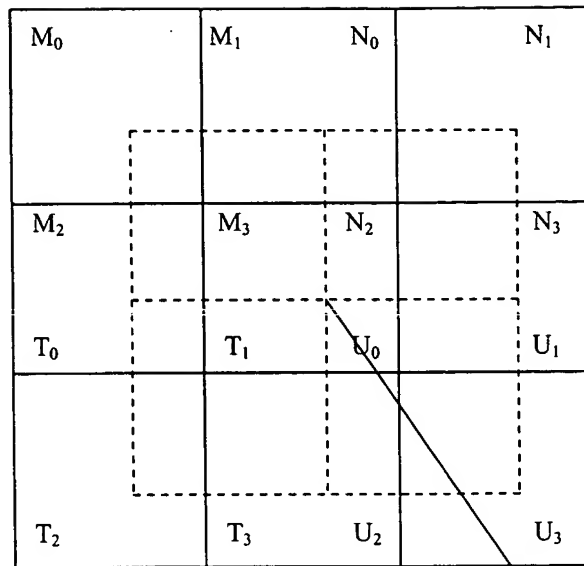


Figure 4a

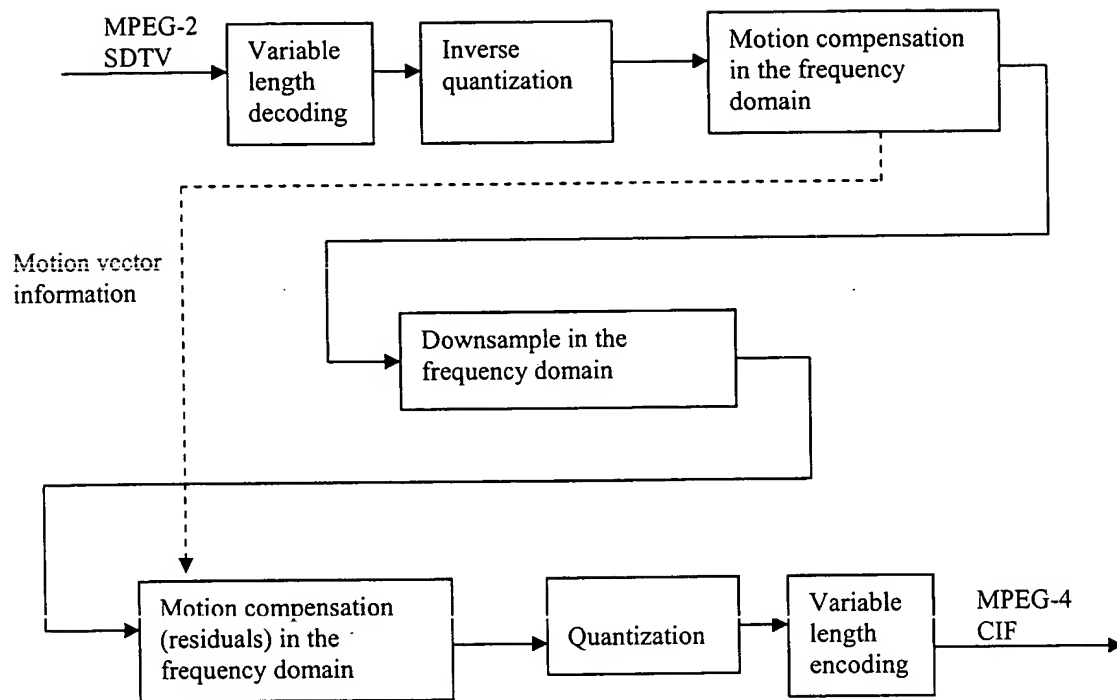
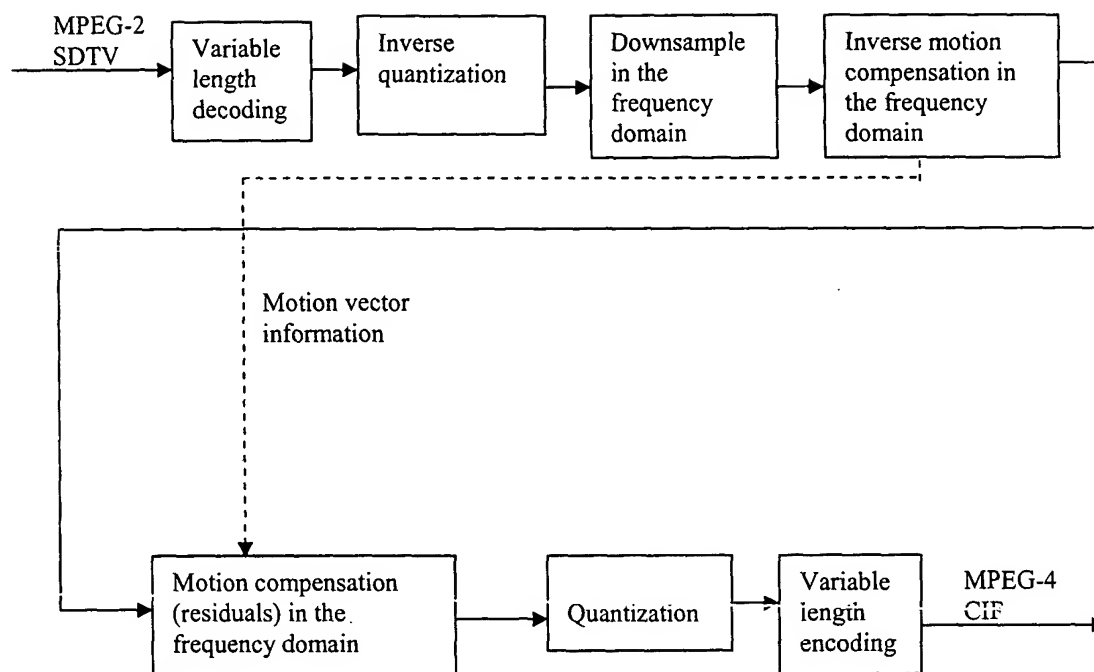


Figure 4b



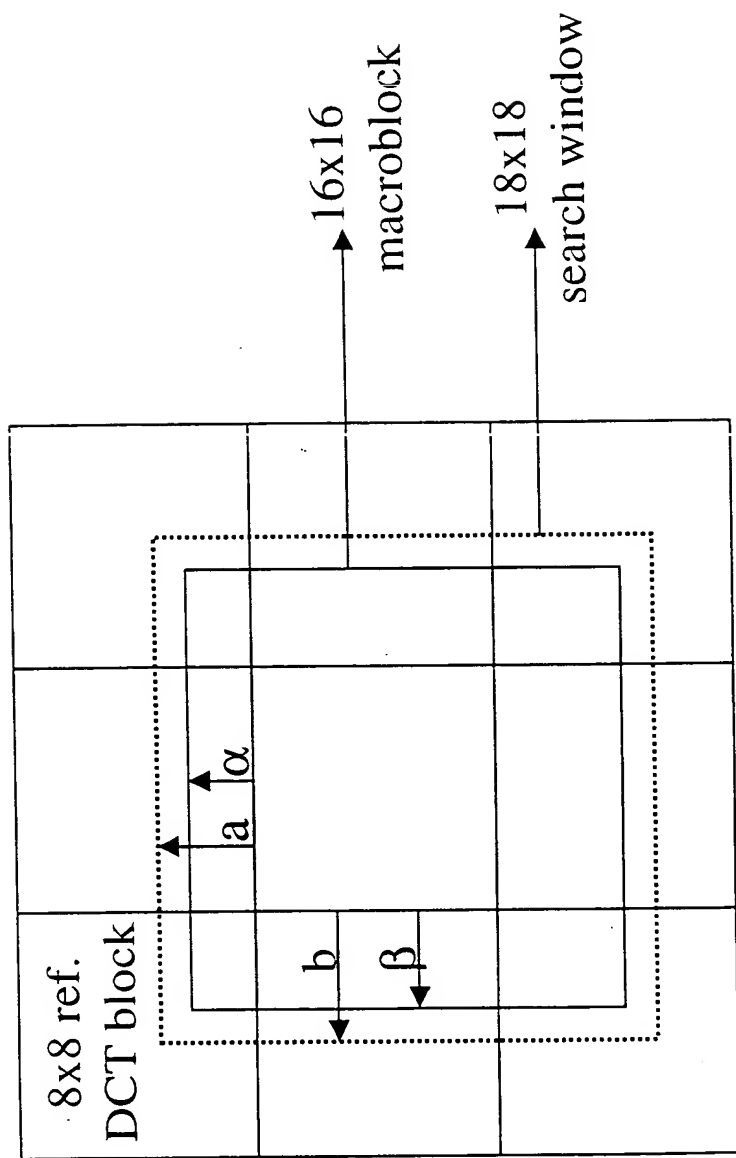


Fig 5a Search window for  $\alpha > 0, \beta > 0$

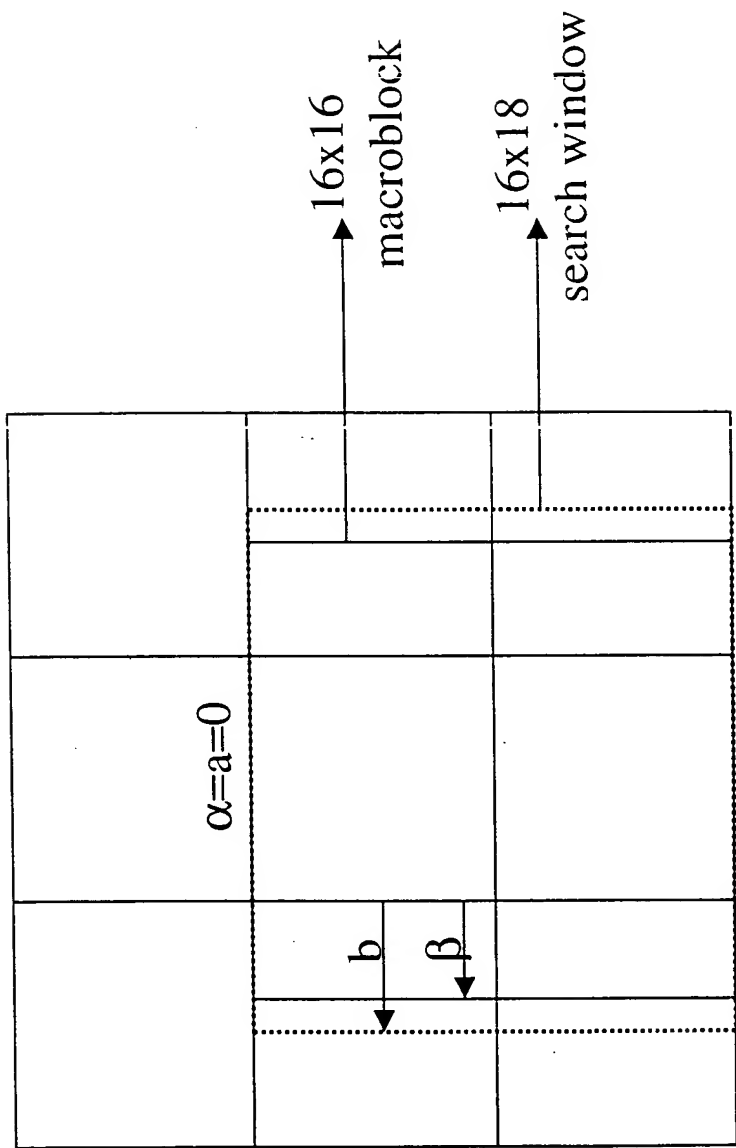


Fig. 5B Search window for  $\alpha = 0$ ,  $\beta > 0$

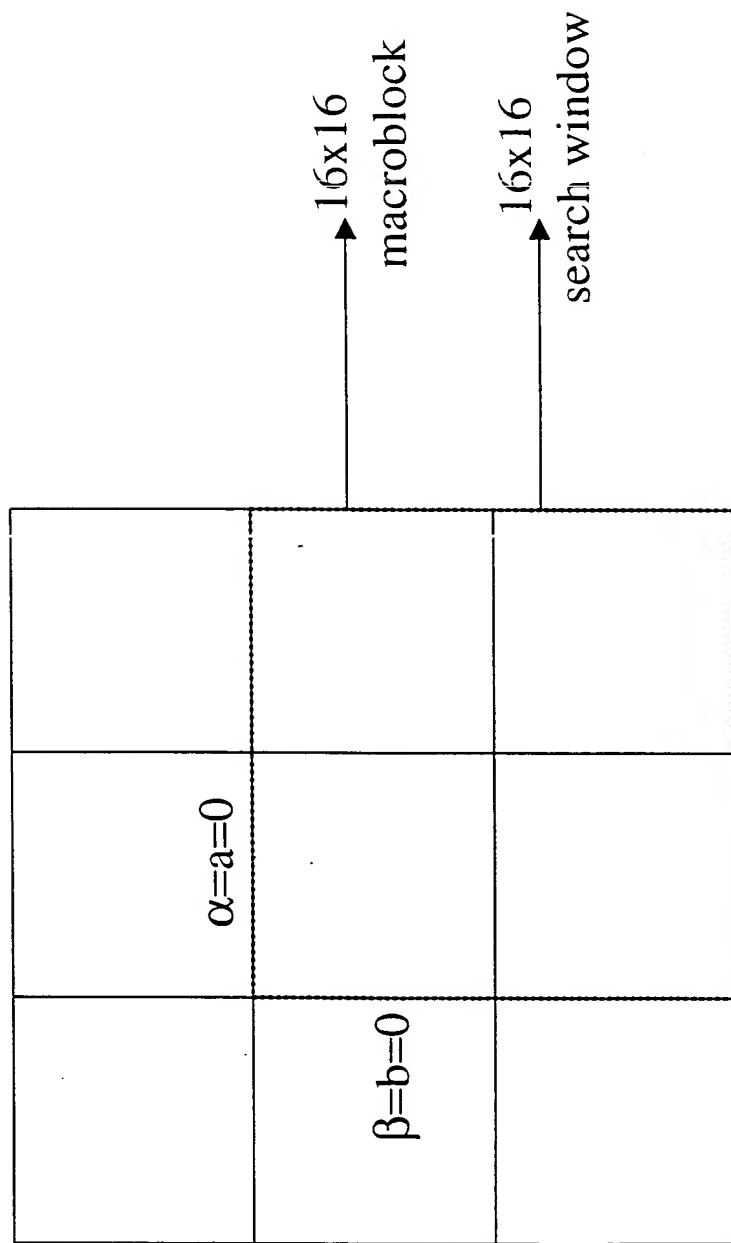


Fig. 5e Search window for  $\alpha = \beta = 0$

Figure 6

